

**Inventor Name Search Result**

Your Search was:

Last Name = SLOAN

First Name = PETER-PIKE

Application#	Patent#	Status	Date Filed	Title	Inventor Name
<u>09892924</u>	<u>7102647</u>	150	06/26/2001	INTERACTIVE HORIZON MAPPING	SLOAN, PETER-PIKE
<u>10641472</u>	<u>7167176</u>	150	08/15/2003	CLUSTERED PRINCIPAL COMPONENTS FOR PRECOMPUTED RADIANCE TRANSFER	SLOAN, PETER-PIKE
<u>10982336</u>	<u>7170527</u>	150	11/05/2004	INTERACTIVE HORIZON MAPPING	SLOAN, PETER-PIKE
<u>10983359</u>	<u>7126602</u>	150	11/08/2004	INTERACTIVE HORIZON MAPPING	SLOAN, PETER-PIKE
<u>11118687</u>	Not Issued	71	04/29/2005	SHAPE AND ANIMATION METHODS AND SYSTEMS USING EXAMPLES	SLOAN, PETER-PIKE
<u>11119172</u>	<u>7242405</u>	150	04/29/2005	SHAPE AND ANIMATION METHODS AND SYSTEMS USING EXAMPLES	SLOAN, PETER-PIKE
<u>60366920</u>	Not Issued	159	03/21/2002	Graphics image rendering with radiance self-transfer for low-frequency lighting environments	SLOAN, PETER-PIKE
<u>09627147</u>	<u>7091975</u>	150	07/21/2000	SHAPE AND ANIMATION METHODS AND SYSTEMS USING EXAMPLES	SLOAN, PETER-PIKE J.
<u>09705419</u>	<u>6642924</u>	150	11/02/2000	METHOD AND SYSTEM FOR OBTAINING VISUAL INFORMATION FROM AN IMAGE SEQUENCE USING VISUAL TUNNEL ANALYSIS	SLOAN, PETER-PIKE J.
<u>10170751</u>	<u>6856319</u>	150	06/13/2002	INTERPOLATION USING RADIAL BASIS FUNCTIONS WITH APPLICATION TO INVERSE KINEMATICS	SLOAN, PETER-PIKE J.
<u>10389553</u>	<u>7262770</u>	150	03/14/2003	GRAPHICS IMAGE RENDERING WITH RADIANCE SELF-TRANSFER FOR LOW-FREQUENCY LIGHTING ENVIRONMENTS	SLOAN, PETER-PIKE J.
<u>10687098</u>	Not Issued	61	10/15/2003	Bi-scale radiance transfer	SLOAN, PETER-PIKE J.


PALM INTRANET

Day : Tuesday
Date: 11/20/2007
Time: 16:50:12

Inventor Name Search Result

Your Search was:

Last Name = SNYDER

First Name = JOHN

Application#	Patent#	Status	Date Filed	Title	Inventor Name
<u>07066648</u>	Not Issued	161	06/26/1987	ANGLED RILL	SNYDER, JOHN
<u>07746504</u>	Not Issued	161	08/16/1991	GOLF SWING TRAINER	SNYDER, JOHN
<u>08719475</u>	<u>5863828</u>	150	09/25/1996	TRENCH PLANARIZATION TECHNIQUE	SNYDER, JOHN
<u>08904245</u>	<u>6064393</u>	150	07/30/1997	METHOD FOR MEASURING THE FIDELITY OF WARPED IMAGE LAYER APPROXIMATIONS IN A REAL-TIME GRAPHICS RENDERING PIPELINE	SNYDER, JOHN
<u>08904486</u>	<u>6016150</u>	150	07/30/1997	SPRITE COMPOSITOR AND METHOD FOR PERFORMING LIGHTING AND SHADING OPERATIONS USING A COMPOSITOR TO COMBINE FACTORED IMAGE LAYERS	SNYDER, JOHN
<u>09036530</u>	Not Issued	161	03/06/1998	ELECTRONIC ISOLATION UTILIZING LATERAL FILL RECESSED LOCOS	SNYDER, JOHN
<u>09086965</u>	<u>6266064</u>	150	05/29/1998	COHERENT VISIBILITY SORTING AND OCCLUSION CYCLE DETECTION FOR DYNAMIC AGGREGATE GEOMETRY	SNYDER, JOHN
<u>09086966</u>	<u>6215503</u>	150	05/29/1998	IMAGE GENERATOR AND METHOD FOR RESOLVING NON-BINARY CYCLIC OCCLUSIONS WITH IMAGE COMPOSITING OPERATIONS	SNYDER, JOHN
<u>09790217</u>	Not Issued	161	02/21/2001	Brassiere with pre-shaped gel capsule, gel capsule for enhancing brassiere, and method of making same	SNYDER, JOHN
<u>09928124</u>	Not Issued	161	08/10/2001	Fabrication method for a device for regulating flow of electric current with high dielectric constant gate insulating layer and source/drain forming schottky contact or schottky-like region with substrate	SNYDER, JOHN

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	2	((graphics with (hardware or process\$4)) or "GPU") same ((radianc\$4 with transfer\$4) same (summat\$4 or accumul\$4 or add or sum or iterat\$4) with direction with (point or vertic\$4 or vertex))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/11/20 16:41
L2	2	((graphics with (hardware or process\$4)) or "GPU") same ((radianc\$4 with transfer\$4) with (summat\$4 or accumul\$4 or add or sum or iterat\$4) with direction with (point or vertic\$4 or vertex))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/11/20 16:34
L3	5	((radianc\$4 with transfer\$4) same ((point or vertic\$4 or vertex\$4) with (surf\$4 or mesh or lattic\$4) with sampl\$4) same (object or polygon\$4 or shape or primitiv\$4))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/11/20 16:41
L4	942	(345/426).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	OFF	2007/11/20 16:36
L5	3022	(345/419).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	OFF	2007/11/20 16:36
L6	6	((radianc\$4 with transfer\$4) same ((point or vertic\$4 or vertex\$4) same ((surf\$4 or mesh or lattic\$4) with sampl\$4)) same (object or polygon\$4 or shape or primitiv\$4))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/11/20 16:42
L7	2	((graphics with (hardware or process\$4)) or "GPU") same ((radianc\$4 with transfer\$4) same (summat\$4 or accumul\$4 or add or sum or iterat\$4) with direction with (point or vertic\$4 or vertex)) and 4	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/11/20 16:41
L8	1	((graphics with (hardware or process\$4)) or "GPU") same ((radianc\$4 with transfer\$4) same (summat\$4 or accumul\$4 or add or sum or iterat\$4) with direction with (point or vertic\$4 or vertex)) and 5	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/11/20 16:42
L9	4	((radianc\$4 with transfer\$4) same ((point or vertic\$4 or vertex\$4) with (surf\$4 or mesh or lattic\$4) with sampl\$4) same (object or polygon\$4 or shape or primitiv\$4)) and 4	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/11/20 16:41

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L10	1	((radianc\$4 with transfer\$4) same ((point or vertic\$4 or vertex\$4) with (surfac\$4 or mesh or lattic\$4) with sampl\$4) same (object or polygon\$4 or shape or primitiv\$4)) and 5	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/11/20 16:41
L11	4	((radianc\$4 with transfer\$4) same ((point or vertic\$4 or vertex\$4) same ((surfac\$4 or mesh or lattic\$4) with sampl\$4)) same (object or polygon\$4 or shape or primitiv\$4)) and 4	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/11/20 16:42
L12	1	((radianc\$4 with transfer\$4) same ((point or vertic\$4 or vertex\$4) same ((surfac\$4 or mesh or lattic\$4) with sampl\$4)) same (object or polygon\$4 or shape or primitiv\$4)) and 5	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/11/20 16:42
L13	31	((PETER-PIKE) near2 (SLOAN)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2007/11/20 16:50
L14	386	((JOHN) near2 (SNYDER)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2007/11/20 16:50



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[P Sloan](#)

[G Ward](#)

[F Sillion](#)

[J Snyder](#)

[J Kautz](#)

Precomputed radiance transfer for real-time rendering in dynamic, low-frequency lighting ... - all 25 versions »

PP Sloan, J Kautz, J Snyder - Proceedings of the 29th annual conference on Computer ...; 2002 - portal.acm.org

... If the object is glossy, a **transfer** matrix is applied to the lighting ... of a spherical function representing self-scattered incident **radiance at each point**. ...

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The RADIANCE lighting simulation and rendering system - all 6 versions »

GJ Ward - Proceedings of the 21st annual conference on Computer ...; 1994 - portal.acm.org

... equation [10] with the notion of energy **transfer** between two ... The method we use in **Radiance** for reducing the number of ... After **each** test, we check to see if the ...

[Cited by 375](#) - [Related Articles](#) - [Web Search](#)

[PDF] Radiance cache splatting: A GPU-friendly global illumination algorithm - all 12 versions »

P Gautron, J Krivanek, K Bouatouch, S Pattanaik - Eurographics Symposium on Rendering, 2005 - irisa.fr

... **Radiance Transfer** (PRT) approaches, the **radiance transfer** between surfaces ... For **each point** within the sphere splat, the ... $i(p, \omega_i)$ is the **radiance** incoming at ...

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[PDF] Global illumination techniques for the simulation of participating media - all 12 versions »

F Perez, X Pueyo, FX Sillion - Rendering Techniques, 1997 - artis.imag.fr

... A global solution of the **transfer** equation is obtained through ... and the **contribution** ratios to the **radiance** of the ... in the whole space storing for **each** voxel the ...

[Cited by 45](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#)

[PS] Importance driven path tracing using the photon map - all 6 versions »

HW Jensen - Rendering Techniques, 1995 - cs.princeton.edu

... the incom- ing **radiance** is concentrated in small solid angles). ... distinct regions and the photon **contributions** in **each** region are ... a **point** $(u_p, v_p) = T^{-1}(p)$...

[Cited by 68](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#)

[PDF] Plane parallel radiance transport for global illumination in vegetation - all 3 versions »

N Max, C Mobley, B Keating, EH Wu - 24. international ACM conference on computer graphics and ...; 1997 - osti.gov

... reduces the dimensionality of the **radiance transfer** prob- lem ... the parallel planes along which the **radiance** is constant ... are integrated in $(1/\text{over each angle bin})$...

[Cited by 25](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#)

Multidimensional transfer functions for interactive volume rendering - all 5 versions »

J Kniss, G Kindlmann, C Hansen - Visualization and Computer Graphics, IEEE Transactions on, 2002 - ieeexplore.ieee.org

... magnitude of local change at a **point**, an analogous ... data values) and the quantities at **each** location are ... to determine the regions of the **transfer** function that ...